PINBALL

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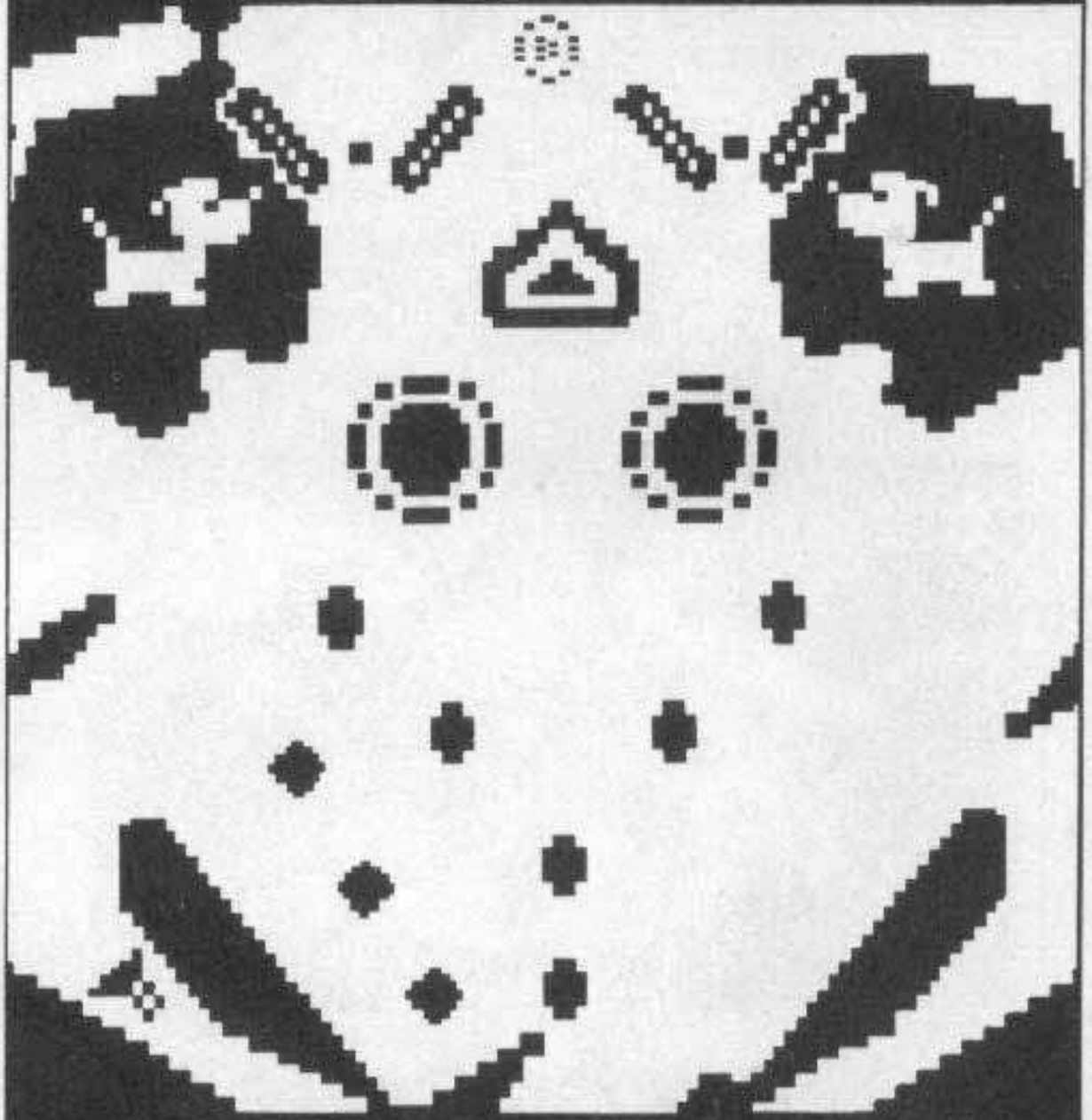
5356-4289

INTELLIVISION®

PINBALL

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

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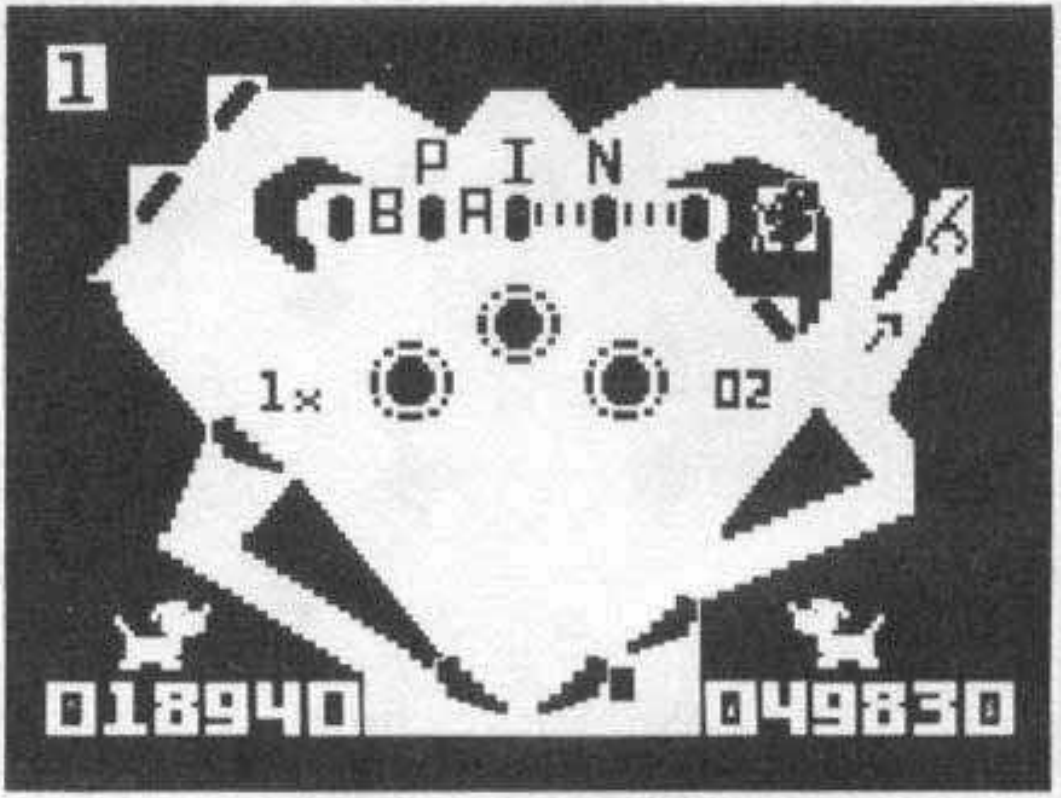
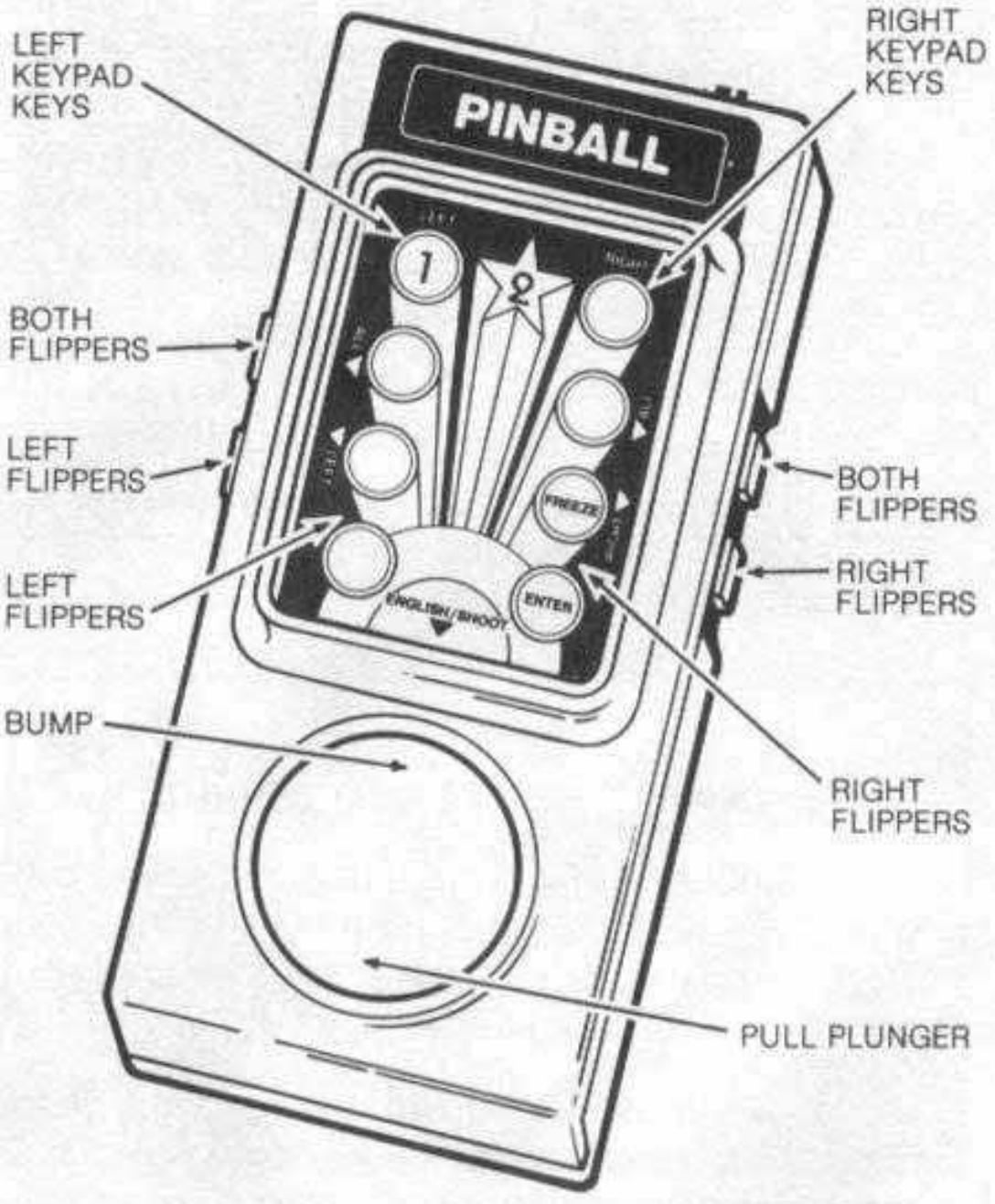


OBJECT OF THE GAME

Outscore an opponent. Or top your own best pinball score! There are three screens, each with a different playing set-up. You try to work your way up from screen to screen on the same ball. Get careless and you fall back again! Five balls each turn. Extra ball and bonus points for the Big Winners! Aim for targets, bounce off the bumpers. As in Arcade Pinball, the trick is to keep each ball ringing up points as long as you can!

YOUR CONTROLS

Slide PINBALL overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot. (See console owner's manual for equipment connection details.)



TOP OF DISC Press Disc top once to bump the "machine". Careful! Bump once too often and it's a TILT! You lose your turn & bonus points earned. Screen border turns purple!

BOTTOM OF DISC Press lower part of Disc to pull plunger back, take your shot. The longer you hold Disc down, the faster ball goes! (In 2nd & 3rd playing screens there is no plunger.)

TO INTERRUPT GAME: press [1] and [FREEZE] on either keypad.

TO START UP AGAIN: press ANY control.

DEMO MODE — GAME PLAYS ITSELF

When game title appears on your TV screen, DON'T DO ANYTHING. Game will shoot balls, hit targets, ring up points all by itself.

To end DEMO, press ANY control, any time. Screen will read: "SELECT 1 OR 2 PLAYERS".

- To play for top score against yourself, press Key [1]...and press [ENTER].
- For the two player game, press Key [2]...and press [ENTER].

Start playing for REAL!

CARTOON ANIMALS Cartoon animals at screen bottom tell you who's up. When left animal blinks, it's the left player's turn, etc. In the two player game, PLAYERS ALTERNATE after each ball.

"WHAT BALL IS IT?" Digital display tells you which ball you're playing of the five you started with. On the BLUE screen, you can win an EXTRA ball and more chances to score extra points! (Number display will turn RED.)

"GAME OVER!" Whenever you lose all five balls — drained away, out of play — that's it! Final score totals will appear. Your TOP SCORE will show on the title screen after pressing RESET.

LET'S PLAY!

1. TOUCH ANY key to end DEMO.

2. ANSWER "Select 1 or 2 Players". Press [1] or [2].

3. Press [ENTER] to start the game.

4. Use DISC bottom to SHOOT BALL. FLIPPER KEYS or SIDE BUTTONS work the FLIPPERS. Use DISC top to BUMP. (Watch out for "TILTS"!)

5. Try to keep each ball in play as long as you can!

6. When it's "GAME OVER", press ANY side action BUTTON to bring up title. Then press ANY key to bring up "SELECT 1 OR 2 PLAYERS".

GREEN SCREEN — LOWEST LEVEL

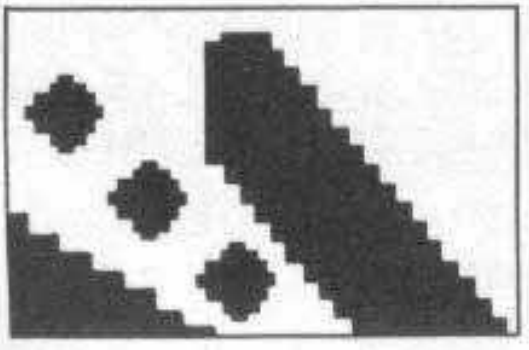
On the green screen you score points all these ways: Hit the spinners, bumpers & tombstone targets. Shoot the ball into the notches near the center of the screen for another way to boost

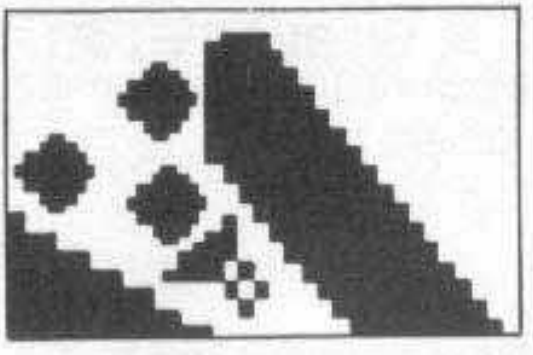
your totals. Hitting the bumpers adds speed to the ball & extra points. When bumpers are lit, you get even more points! Hit each pair of drop targets to light a bumper. Make blue gate swing by shooting ball through it.

TO UP YOUR SCORE...

- Aim for the upper PURPLE targets.

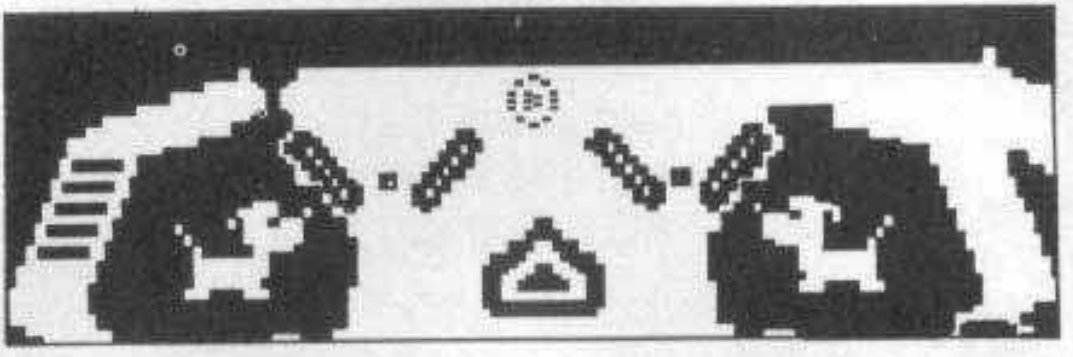
- Aim for bumper notches to make both cartoon animals appear. This also causes lane guards to appear, blocks the ball from "draining" away. Ball will carom back into action, keep ringing up points 3 times more! Each lane guard can be hit 3 times before it disappears. Guard turns RED when only 1 hit is left. Get ball into notches AGAIN and you get 3 more guard rebounds!





- Knock down a Tombstone Target in upper left corner and win a bonus! Knock down ALL Tombstone Targets and you send the ball into a GOLD MINE! Ball turns GOLD. All points from then on count DOUBLE!

Play continues until the ball "drains" down & away and you lose it out of play.



TO MOVE UP TO RED SCREEN:

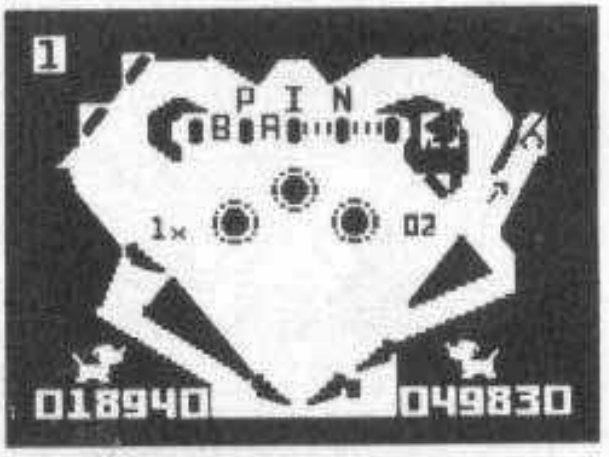
Work up from screen to screen on the SAME ball.

1. Shoot ball through both V-shaped lanes at screen top.

2. WHITE CUP will appear. Shooting same ball into the WHITE CUP automatically moves you up to the NEXT (RED) LEVEL for EXTRA SCORING chances!

RED SCREEN — MIDDLE LEVEL

Red screen play will give you even more chances to score extra points & build your game totals. Hit bumpers to add velocity & extra points — still more when lit.



TO UP YOUR SCORE...

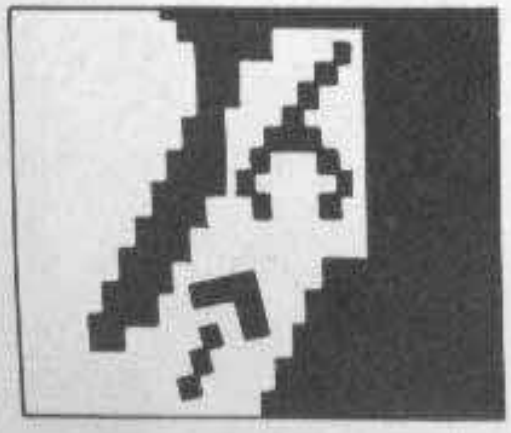
- Take careful aim and spell out "P I N B A L L" in the upper lanes with your shots.

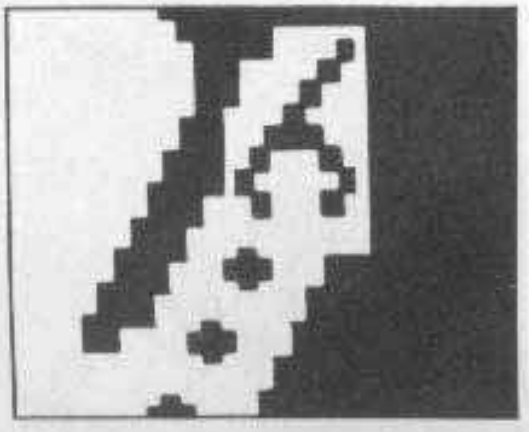
- Knock down Twin Drop Targets, light CARTOON CRITTER & CUP.

- Knock down QUARTET DROP TARGETS to activate MOVING TARGET. Hit MOVING TARGET within ten seconds and win 25,000 points!

- Shoot ball into CLAW:

  1st time: one bumper lights up
  2nd time: another bumper lights up
  3rd time: third bumper lights up





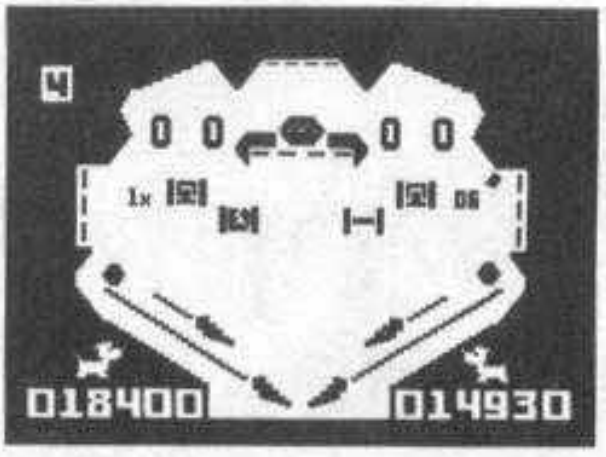
TO MOVE UP TO BLUE SCREEN:

1. Hit TWIN drop targets at upper screen right. This makes WHITE CUP appear.

2. Shoot same ball into WHITE CUP. (Lighted arrows guide your aim.)

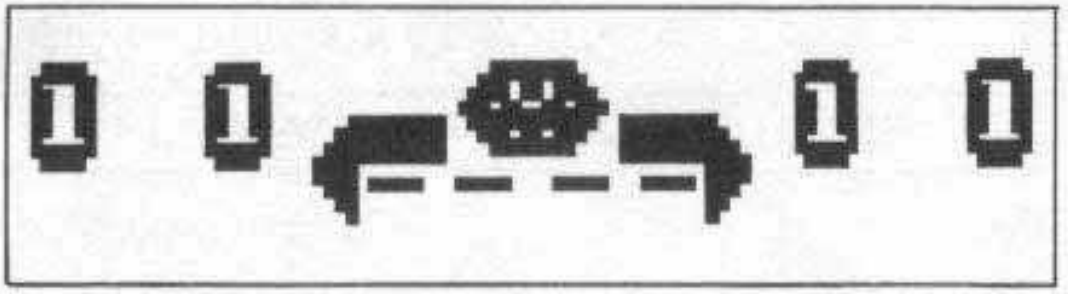
BLUE SCREEN — TOP LEVEL

You've made it to the Big League! The Blue Screen will offer the highest chance of all to roll up points, IF you're a sharp enough shooter. Bonus opportunities and point multipliers really pay off on the Blue Screen!

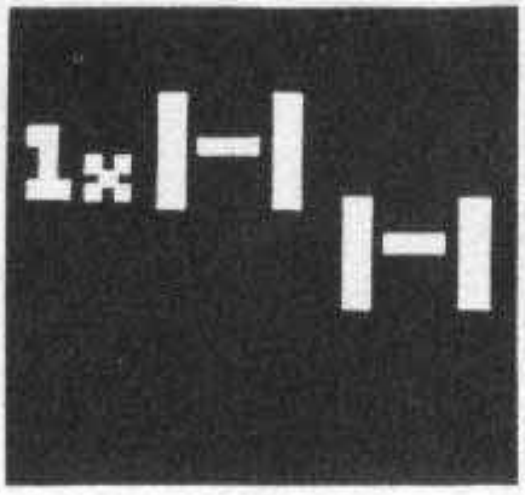


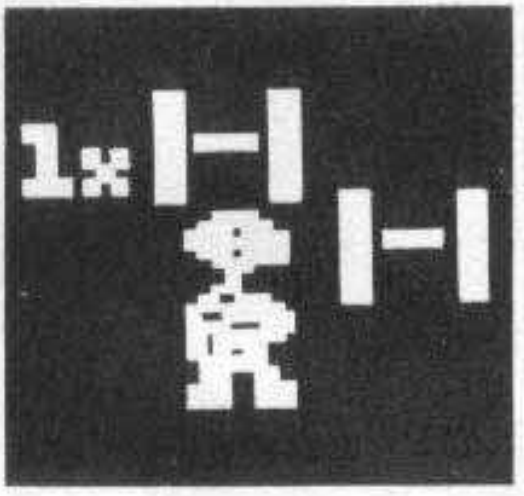
TO UP YOUR SCORE...

- Aim for the URANIUM bumper.
- Aim for the NUMBERED bumpers.



- Knock down the SIDE red drop targets.
- Knock down the TOP red drop targets.
- Knock down YELLOW drop targets.
- Work the PINK flip-up targets.





WIN AN EXTRA BALL! Knock down YELLOW drop targets 5 times in a row with the SAME ball. WHITE CUP will appear. Shoot the ball into the WHITE CUP.

SCORING

TARGETS		M/B*	POINTS
GREEN SCREEN — LOWEST LEVEL			
Purple Targets			20
Blue Gate *(each time it spins)*			10
Triangle Bumper			30
Mushroom Bumpers			50
When lit			200
Side Drop Targets			100
All 4 down		1B	
Tombstone Targets:	*1st hit*	1B	100
	2nd hit	1B	200
	3rd hit	1B	300
	4th hit	1B	400
	5th hit	1B	500
	6th hit	1B	600
	7th hit	1B	700
All 7 down		1M	
Gold Mine *(turn ball gold, double score each hit)*			100
Ball into Notch			50
If no lane guard, same side		1B	
Ball into White Cup			4000
RED SCREEN — MIDDLE LEVEL			
Alternating letters B A L L *When lit*			50
Spell out P I N B A L L			
All letters lit		1M	
Green Bumpers			50

TARGETS		M/B*	POINTS
Twin Drop Targets			300
Both down		2B	
Quad Drop Targets		1B	300
Ball into Claw	*1st time*		1000
	2nd time		2000
	3rd time	1B/1M	3000
Mushroom Bumpers			50
When lit			200
Moving Target		1M	25000
Ball into White Cup			7000

BLUE SCREEN — TOP LEVEL

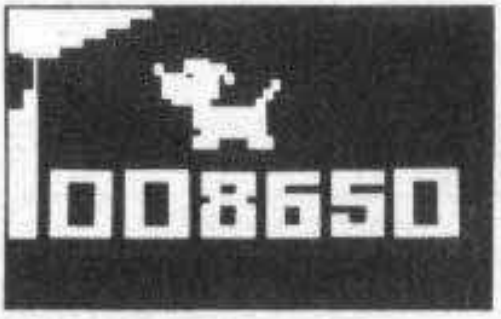
Gray Bumpers		50
Uranium Bumpers		200
Numbered Bumpers *(x number on bumper)*		1000
Side Red Drop Targets		
Each set	3B	1000
Top Red Drop Targets		
All 4 down	4B/1M	1000
Yellow Drop Targets		
All 4 down	4B	1000
Pink Flip-Up Targets		200
All 4 down any order	4B	5000
All 4 down LEFT TO RIGHT, increases numbered bumper value by 1	4B/1M	50000
Ball in White Cup		
2nd time		EXTRA BALL AWARD BONUS

*M = multiplier/B = bonus

BONUSES & POINT MULTIPLIERS

The small numbers that go up on your screen during game play are for BONUS (screen right) and point MULTIPLIERS (screen left.) They won't be counted in until your turn (that ball) is over. At the END of your turn, BONUS and MULTIPLIERS will affect your score!

For example: Let's say you've earned 650 points shooting the ball. If you have ALSO won 4 BONUS numbers and 2 MULTIPLIERS, your TOTAL SCORE would then be 8,650 points! (1000 x 4 x 2 plus 650.)



BONUS NUMBER cannot get bigger than 30 times.

MULTIPLIER cannot get bigger than 5 times.

BUT if you get ball into the WHITE CUP twice on the BLUE screen, BONUS & MULTIPLIERS will be awarded immediately. No waiting! This is the AWARD BONUS! Extra scoring opportunity!

REMEMBER: Bump too often & it's a TILT! BONUS POINTS will be LOST!

WINNING TIPS!

Watch the DEMO a couple of times. It's worth it to get a feel for the finer points of this game.

Don't just fire away. Learn to TRAP the ball with one of the flippers. Cradle the ball until you can control it. Now you can AIM your shots & make them count.

At the start, playing on the GREEN screen, the first thing to do is get the ball into both notches. That drops LANE GUARDS, keeps ball in play longer, not "drained" away.

Shoot your way up to the higher levels right away! RED & BLUE screens have the real scoring action. Go for it from the first ball!

Have a game PLAN. The way to score big in INTELLIVISION Pinball is to start a string. Knock down a whole series of targets or set up a chance at the high-score moving target. Build point totals with a scoring sequence.

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